**OptitrackWrapper DLL**

**bool initNatNetClinet(void)**

*Initialize settings prior to connecting to Motive network*

Return value: True if successfully connected

**int ConnectToMotive(void)**

*Connect to Motive network*

Return 0: True if successfully connected

**void thread\_sleep(int ms)**

*Wait until frame data is retrieved from Motive network*

Input:

* ms: C-style int that will contain a pausing time in milliseconds

**bool closeConnect(void)**

*Disconnect from Motive network*

Return value: True if successfully disconnected

**int OutputFrameQueueToConsole(float\* arr, int32\_t nRBs, int32\_t nMar, size\_t arrSize)**

*Get available frame data*

Inputs:

* arr: array that will contain all returned frame data (1-D array)
* nRBs: number of rigid bodies created in Motive (this input is not necessary).
* nMar: number of markers
* arrSize: length array that contains all returned frame data.
  + Returned frame data includes [timestamp (second), rigidbody ID, marker ID, x, y, z (meter), rigidbody ID, marker ID, x, y, z, …, rigidbody ID, marker ID, x, y, z]

Return value: number of all retrieved frames from buffer after successful completion